



Systems Engineering

Modeling & Simulation

Test & Evaluation



Evolving Simulation-Driven Land Attack Systems Integration Laboratory Capabilities

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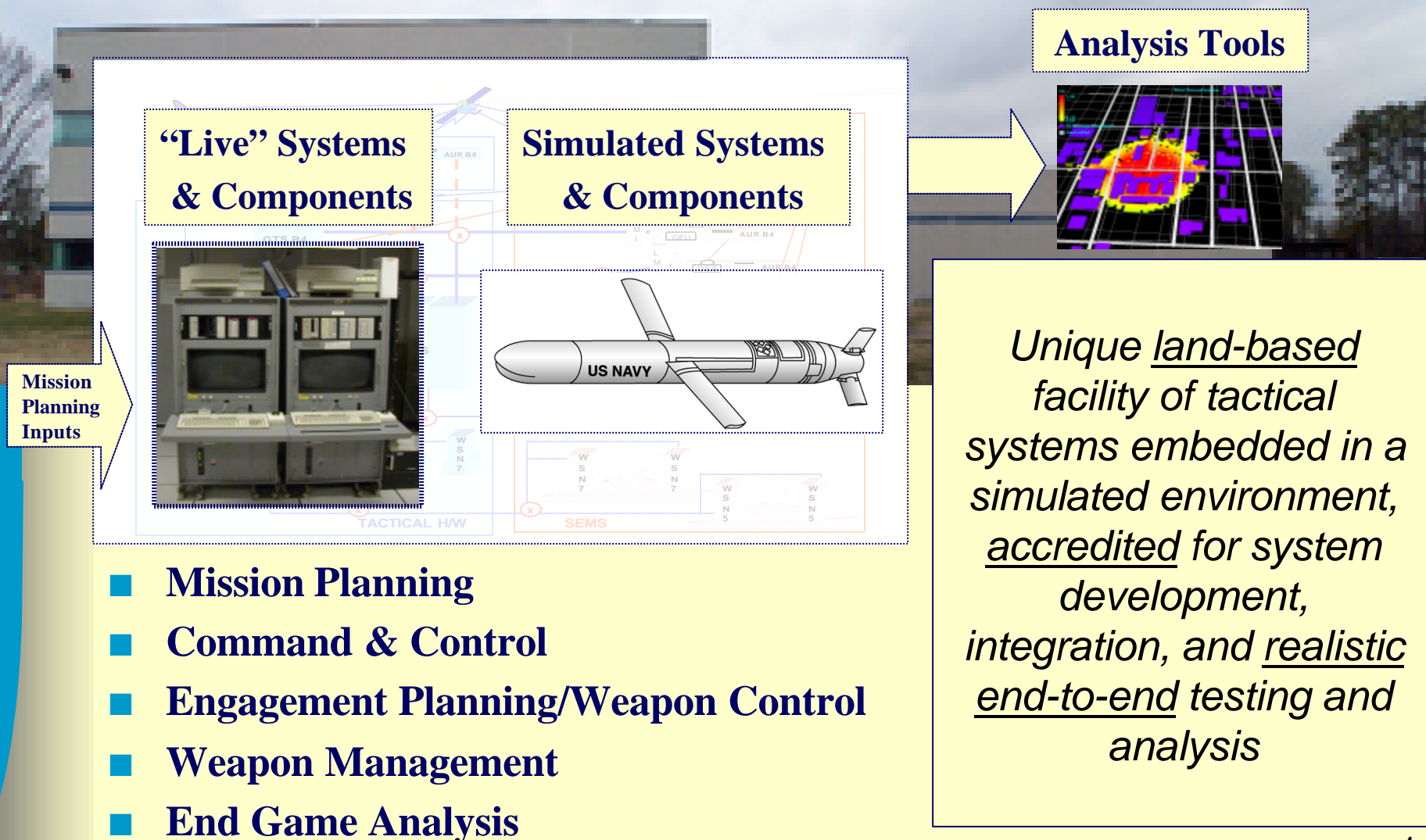
Outline

- **Systems Integration Laboratory Description**
 - Laboratory Roles
 - Use of Modeling & Simulation
- **Evolution of Capabilities**
 - Evolution of Systems & Testing
 - Evolution of Modeling & Simulation Capabilities
 - Looking Ahead ...

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Laboratory Established for End-To-End Strike Systems Analysis & Testing



Laboratory Roles

- Concepts
- Requirements
- Integration



- Test & Evaluation
- Fleet Support



Analysis & Modeling Benefits

Operational Evaluation Support

**TECHNOLOGY
& CONCEPTS**

Actual versus Simulated

**ANALYSIS &
MODELING**

1 Missile In 1 Day

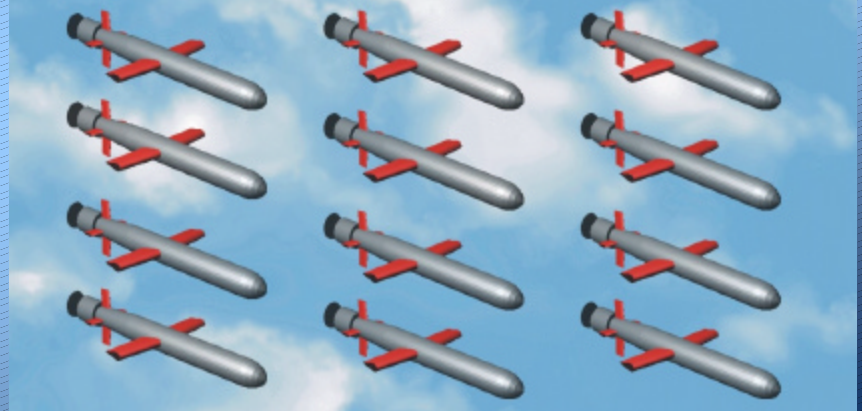
12 Missiles In 3 Days



"Hammer"



"Award"

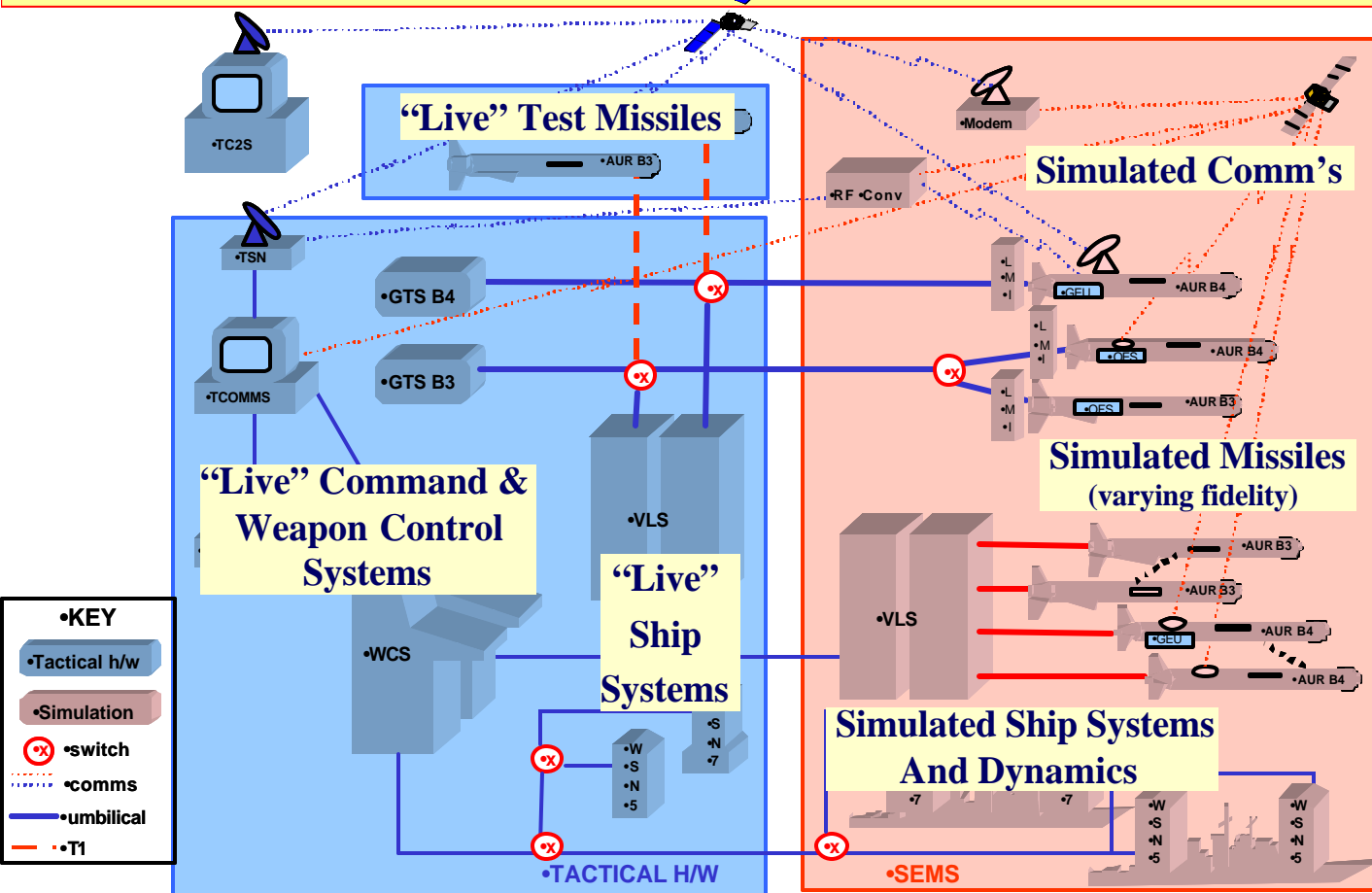


(~ 1/50 the cost of a live flight test)

OPTEVFOR Confidence grown with Capability & Experience

Ship/Sub Environment & Missile Simulation (SEMS)

Family of accredited, real-time simulations of weapons, launchers, navigation systems, etc. used to support tactical systems development and realistic test & evaluation.



- Hardware in the loop
- Hi-Fidelity M&S tools
- Data Collection
- Analysis
- End-to-End
- Global Environment

Modeling & Simulation Characteristics

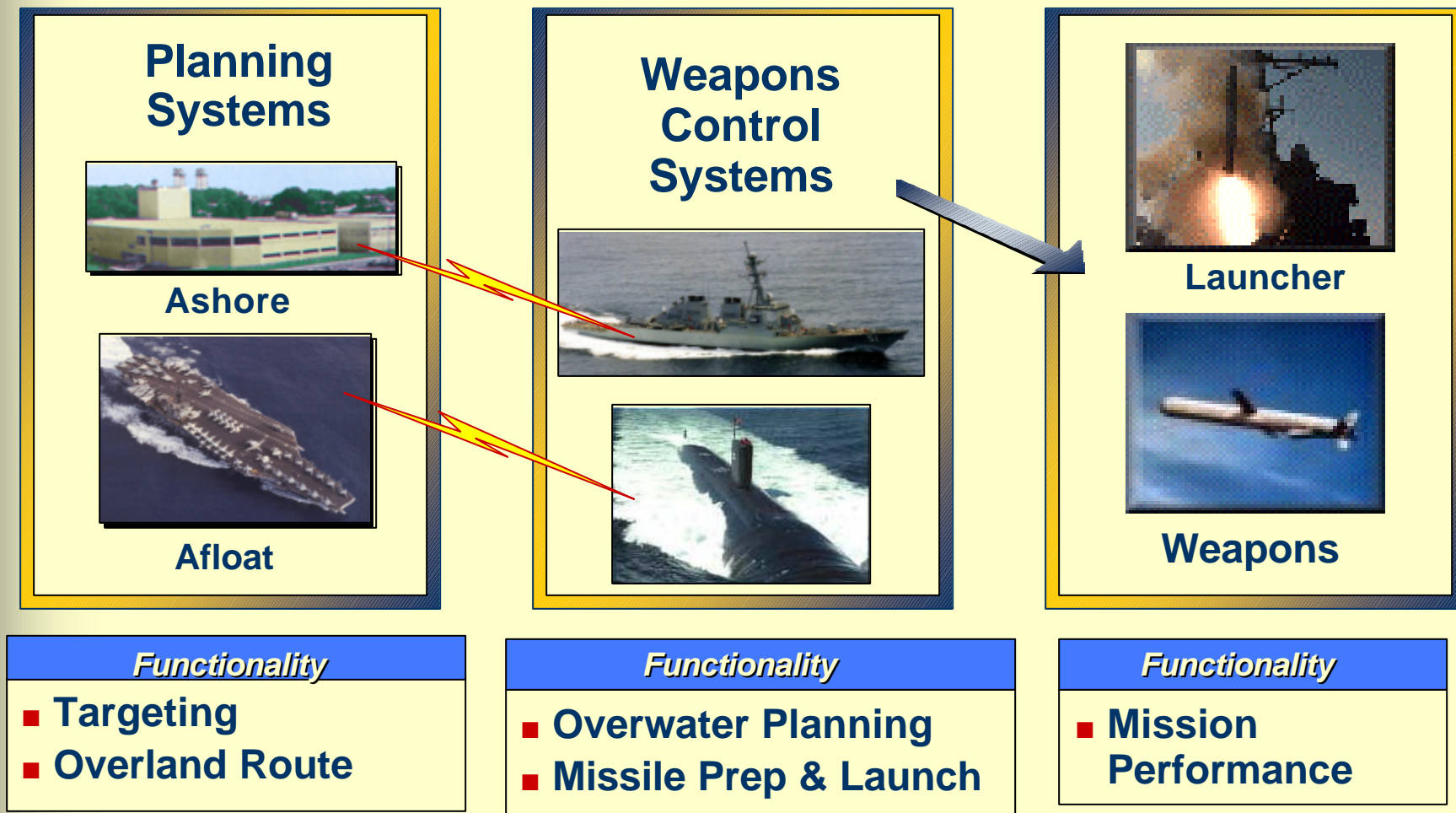
- Reused diverse software & hardware components
- Different software languages (Ada, C, C++, Java, FORTRAN, assembly)
- Real-time implementation / synchronization of many assorted simulations
- Coordinated operator control of simulations for a wide variety of users (system test, analysis, OT)
- Community accreditation of wide range of simulations with real-world comparison data
- Provides connectivity into a distributed test environment

Simulations of Missile Variants, Ship Hulls, Sea Dynamics, Atmospheres, Communication Systems, Launcher Systems, Weapons Systems, ...

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Example: Today's Weapon System (Serial Functions)





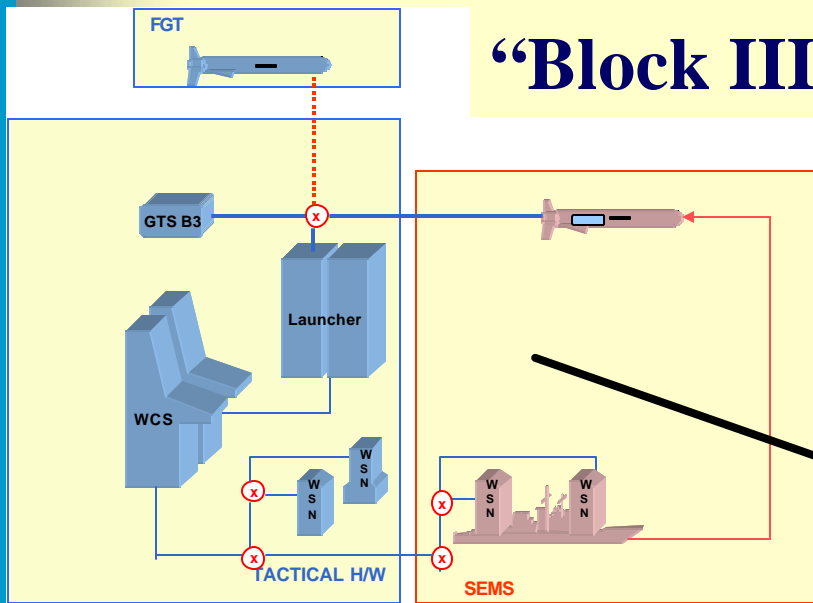
- **Distributed Mission Planning**
- **In-Flight Communications**
- **Post Launch Operator Functions**
- **Multi-Platform Interdependence**

Required M&S Evolution

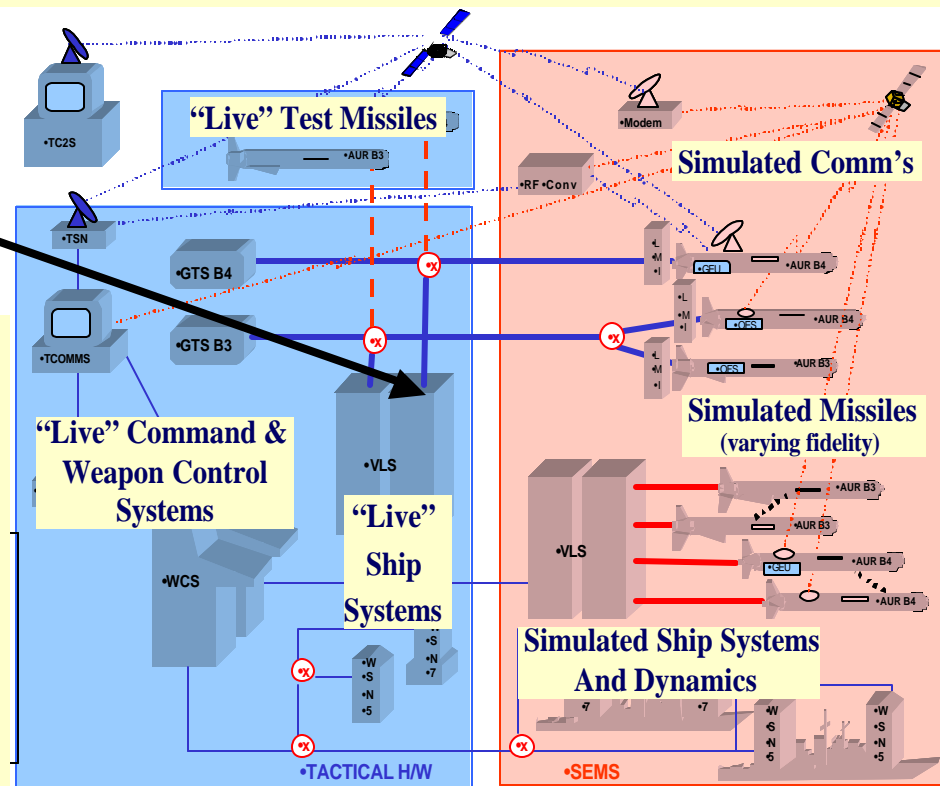
- **More complex systems & interactions**
 - => *Hybrid configurations involving different levels of M&S fidelity with limited number of tactical suites*
 - => *Expanded scope of testing (new interfaces, components)*
- **New applications & uses of capability**
 - => *Re-shaping/re-packaging proven HW & SW concepts*
- **Integration of system of systems**
 - => *Early development & real-time operation of system prototypes and models*
 - => *Increased multi-site coordination & compatibility*
- **Exercises/operations for training, tactics, etc.**
 - => *Support multiple “layers” of interactions (weapon systems, combat systems, warfare systems, ...)*

Evolving with Increases in System Complexity

“Block III System”



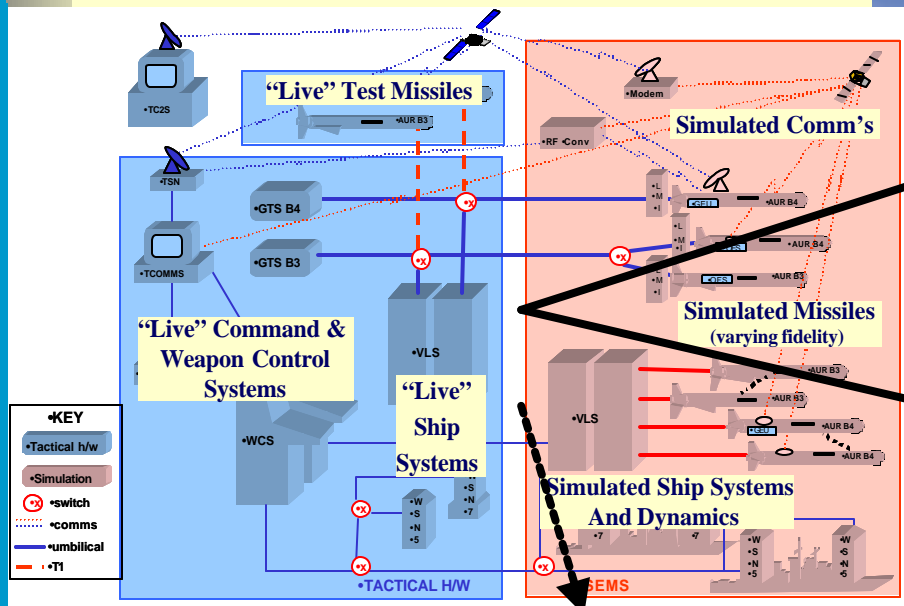
“Block IV System”



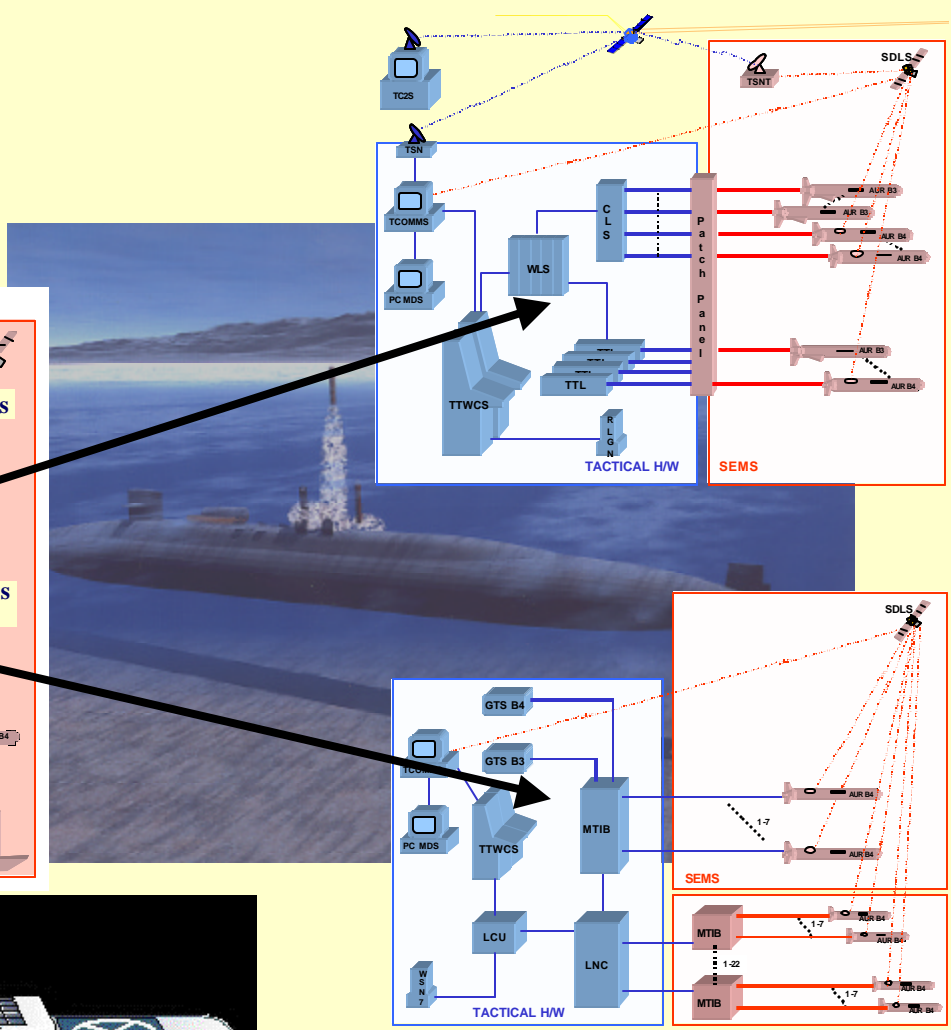
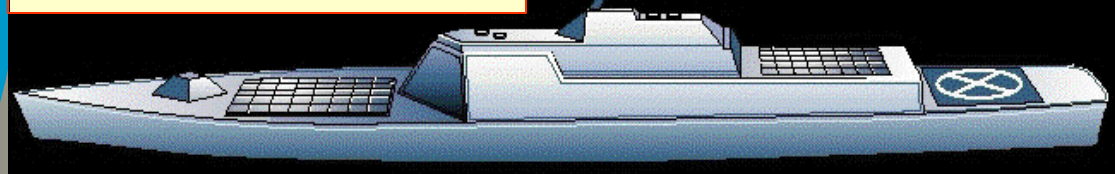
- New models & real-time interfaces
- More complex models & embedded hardware
- Mixed levels of M&S fidelity

Evolving for New Applications

- New models & real-time interfaces
- Building on proven software & hardware M&S concepts



New Surface Combatant(s)



Looking Ahead ... Evolving for New Roles



Force Level Engineering Support
**Prototype Future Capabilities,
Hi-Fidelity Training Systems, Tactics
Development, Live Exercises, ...**

Summary/Status

- **Land Attack Systems Integration Lab**
 - Now part of Formal Systems Test & Evaluation Processes - *reduced T&E costs, expanded T&E scope*
 - Realistic Prototype/New Capability Environment Demonstrated - *increased confidence in system improvements*
 - Evolution of Simulation Capabilities done in step with, or ahead of, development of Navy Strike Warfare Tactical Systems - *reduced acquisition time & cost*